

## REMARKS

This Response is submitted in reply to the Office Action dated July 27, 2005. Claims 1, 3 to 5 and 7 have been amended. Claims 8 to 47 have been added. No new subject matter has been added by these amendments or the new claims.

A Petition for a one-month extension is submitted herewith. A check in the amount of \$120 is submitted herewith to cover cost of the one-month extension. A check in the amount of \$2,150.00 is submitted herewith to cover the cost of the new claims. Please charge Deposit Account No. 02-1818 for any insufficiency or credit the account for any overpayment.

The Office Action rejected Claims 1 to 7 under 35 U.S.C. §102(b) as being anticipated by GB Patent Application No. 2,333,880 to Randall ("*Randall*"). Applicant respectfully disagrees with and traverses this rejection for at least the reasons discussed below.

Claim 1 has been amended to clarify that the gaming device includes a bonus round having a plurality of different bonus games. The bonus round includes at least one accumulation bonus game and a plurality of selection bonus games. For each play of the selection bonus games, the player is enabled to pick at least one of a plurality of selections in the selection bonus games. A bonus round outcome is adapted to be provided to the player based on the selections picked by the player accumulated in the accumulation bonus game.

*Randall* does not disclose a bonus round having a plurality of different bonus games including at least one accumulation bonus game and a plurality of selection bonus games as in Claim 1. *Randall* discloses a single game in which a player accumulates transfer symbols in a trail game until the game is terminated. *Randall*, page 9, lines 9-11 and 17-19, and page 10, lines 13-18. The number of accumulated transfer symbols can be used to determine from which award level an award will be selected. *Randall*, page 9, lines 11-22. The player must decide whether to cause an award to be selected from a particular award level or whether to attempt to accumulate enough transfer symbols in the trail game to cause an award to be selected from a

higher level before the game is terminated. *Randall*, page 9, line 22 through page 10, line 8. The player can also take the chance that the section selected by the gaming machine is a transfer to a higher award level where an award is selected. *Randall*, page 10, lines 9-12. When the game ends, any leftover accumulated transfer symbols can be used in a subsequent play of the game. *Randall*, page 10, lines 18-21.

To support the assertion that *Randall* discloses a bonus round having a plurality of different bonus games, the Office Action interprets the term "different" to mean "separate". Therefore, as stated on page 8 of the Office Action, according to the Office Action, *Randall* discloses a plurality of "separate" games. However, *Randall* does not disclose a different, or even separate accumulation game as in Claim 1. *Randall* describes one game in which transfer symbols accumulated in that game can be used to determine a selection in that game. Any accumulation feature included in the game described in *Randall* is part of that game and is not a different or separate game, nor is the accommodation different or separate from the selection feature of the game described in *Randall*. Therefore, *Randall* does not disclose a bonus round having a plurality of different bonus games including at least one accumulation bonus game and a plurality of selection bonus games as in Claim 1.

Furthermore, *Randall* does not disclose enabling a player to pick a selection. The player in *Randall* causes the gaming machine to make a predetermined or random pick of the sections. *Randall*, page 2, line 20 through page 3, line 18, and page 9, line 20 through page 10, line 3. However, even if *Randall* can be interpreted to disclose a player is enabled to pick a section in a game, *Randall* does not disclose, an accumulation bonus game in a bonus round wherein selections picked by a player in a plurality of selection bonus games in the bonus round are accumulated in the accumulation bonus game as in Claim 1. In addition to not disclosing a different, or even separate accumulation game as discussed above, the picked sections in *Randall* are not accumulated in a separate or different game. Therefore, *Randall* does not disclose, an accumulation bonus game in a bonus round, wherein selections picked by a player in a plurality of selection bonus games in the bonus round are accumulated in the accumulation bonus game as in Claim 1.

Moreover, *Randall* does not disclose a bonus round outcome adapted to be provided to the player based on the selections picked by the player accumulated in the accumulation bonus game. The Office Action suggests that “the outcomes from each supplementary game are maintained throughout successive games to provide a total bonus round outcome to the player upon bonus round completion”. Office Action at page 4. In contrast to what is suggested in the Office Action, however, *Randall* does not disclose a bonus round including a plurality of games, let alone a bonus round outcome based on the outcome of a plurality of games. Furthermore, as described above in *Randall*, any accumulation of outcomes occurs with transfer symbols in the trail game in order to determine from which group of sections an award is picked in a single game. The sections caused to be picked by the player in *Randall* are not accumulated. Therefore, *Randall* does not disclose a bonus round outcome adapted to be provided to the player based on the selections picked by the player accumulated in the accumulation bonus game.

In addition, *Randall* does not disclose an input device which is adapted to enable a player to use at least one of a plurality of picks provided to the player upon initiation of a first game to pick selections in a second game as in Claim 5. *Randall* does not disclose an input device adapted to enable a player to pick selections. The Office Action interprets the option given to the player in *Randall* of pressing a zone activation button to cause the gaming machine to pick an award to be enabling a player to pick selections. As discussed above, the player in *Randall* does not pick a selection. However, even if such an interpretation can be made, *Randall* does not disclose providing these transfers and options to the player upon initiation of a first game. In *Randall*, the transfer symbols “maintained throughout successive games” are outcomes accumulated by designation of a section on the trail by the featured reel only during play of the game. Therefore, *Randall* does not disclose an input device which is adapted to enable a player to use at least one of a plurality of picks provided to the player upon initiation of a first game to pick selections in a second game as in Claim 5.

*Randall* does not disclose, for each play of a plurality of independent games, at least one of a plurality of player opportunities is used by the player in each of the independent games as in Claim 6. Again, the Office Action interprets the term "different" to mean "separate" to support the assertion that *Randall* discloses players using player opportunities in "separate" successive games. Office Action, pages 7-8. However, the player in *Randall* plays one game at a time and is not enabled to use a plurality of player opportunities in a plurality of independent games for each play of the game. In other words, a game must end for a player to make a selection in a "separate", "successive" game. Therefore, for at least these reasons and the reasons discussed above, *Randall* does not disclose at least one of a plurality of player opportunities is used by a player in each of a plurality of independent games for each play of the independent games, as in Claim 6.

*Randall* also does not disclose a game having a plurality of independent games and an award adapted to be provided to the player in the game based on an accumulated number of advancements which the player obtains in the independent games as in Claim 7. *Randall* only discloses one game in which certain features can be used in a successive play of that one game. *Randall* does not disclose a game having a plurality of independent games and an award in the game based on an accumulated number of advancements obtained in the independent games. Therefore, *Randall* does not disclose a game having a plurality of independent games and an award adapted to be provided to the player in the game based on an accumulated number of advancements which the player obtains in the independent games as in Claim 7.

Accordingly, Applicant respectfully submits that *Randall* does not anticipate Claims 1, 5, 6 and 7 and the claims which depend therefrom.

Claims 8 to 47 have been added. Support for these claims can be found in the Specification at, for example, pages 25-26. Therefore, no new subject matter has been added by these additional claims.

An earnest endeavor has been made to place this application in condition for formal allowance and such action is courteously solicited. If the Examiner has any questions regarding this Response, Applicant respectfully requests that the Examiner contact the undersigned.

Respectfully submitted,  
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BY



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